

Druid

Wizard

Art: Midjourney



# Wildspell

Multiclass Set Items

1/4 PG

## Staff of Wildspell

**Staff, legendary (requires attunement by an druid/wizard)**

*Darkwood staff, its head formed by thick branches, cradles swirling, verdant magic in their embrace.*

As an action, you can expend a spell slot to assume an Arcane Beast form that lasts for 1 minute, requires concentration, and has a CR equal to the expended spell slot level. You may choose any Beast with a corresponding CR for this transformation. In this form, your Intelligence, Wisdom, and Charisma scores are retained, enabling you to cast wizard spells that target self and require an action or bonus action. You do not need the somatic component to cast these spells. Moreover, this form has the unique capability of speech, lending an mystic, magical air to your beastly guise.

## Wildspell

**Multiclass Set Items**

2/4 PG

## Robe of the Wild Magi

**Wondrous item, very rare (requires attunement by an druid/wizard)**

*This robe, dark green as a forest canopy, is adorned with intricate emerald embellishments.*

When you use your Wild Shape feature (or Arcane Beast from Staff of Wildspell), you can expend a wizard spell slot to fortify your beast form. The transformation gains additional benefits based on the level of the spell slot expended:

- **AC Increase:** Your beast form's Armor Class increases by an amount equal to the expended spell slot's level.
- **Damage Boost:** Your beast form's attacks deal extra damage equal to the expended spell slot's level.

These benefits last for the duration of your Wild Shape.

# Wildspell

**Multiclass Set Items**

3/4 PG

## **2-Set Bonus: Integrated Wildspells**

Following a long rest, you may select a number of Druid spells up to your Intelligence modifier (minimum one). These spells are considered Wizard spells for you and utilize your Intelligence as their spellcasting ability. This effect lasts until your next long rest. In addition, you may prepare a number of additional Wizard spells equal to your Wisdom modifier. These also remain until your next long rest.

# Wildspell

**Multiclass Set Items**

4/4 PG